

CLAIMS

What is claimed is:

50137 1. An online gaming system for playing games, the system comprising:
at least one wireless terminal adapted to run a game to be played with at least
one of another terminal and a game platform running the game; and
a game program for providing at least one game-related predefined message based
on a predefined game-related criteria, the predefined message being sent to at least one of a
plurality of preselected destination addresses taking into consideration terminal capabilities of
the preselected destination addresses and being subject to interaction with a user of the at least
one wireless terminal.

2. The online gaming system of claim 1, wherein the predefined game-related criteria comprises an event that is related to the game and is predefined.

3. The online gaming system of claim 2, wherein the predefined game-related event comprises one of capturing an opponent, beating the opponent, killing the opponent, hitting the opponent, seeing the opponent, being captured, being killed, being hit, and being seen by the opponent during the game.

4. The online gaming system of claim 2, wherein the game program comprises means for scanning for game-related events.

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1 5. The online gaming system of claim 4, wherein the predefined game-
2 related criteria are met where at least one of the game-related events match at least one of a
3 plurality of predefined game-related events.

1 6. The online gaming system of claim 5, wherein the at least one game-
2 related predefined message comprises content related to the at least one game-related event if the
3 predefined game-related criteria are met.

Sub B³⁷

1 7. The online gaming system of claim 2, wherein the game program
2 comprises an indicator to be displayed when the at least one game-related predefined message
3 appropriate to the at least one predefined game-related event is available for activation.

1 8. The online gaming system of claim 2, wherein the at least one game-
2 related predefined message comprises an automated message that is sent automatically to the
3 preselected destination address when at least one of the conditions matching any of the at least
4 one predefined game-related criteria is identified.

1 9. The online gaming system of claim 1, wherein the at least one wireless
2 terminal comprises a dedicated button to be activated by the user to send the at least one game-
3 related predefined message to the at least one destination address.

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10. The online gaming system of claim 1, wherein the at least one game-related predefined message comprises at least one of a game-play message to be sent to the preselected destination address during a game, and a game-environment message related to playing a game to be sent to the preselected destination address before or after the game.

11. The online gaming system of claim 1, wherein the at least one game-related predefined message comprises at least one of voice, text, sound, an image, a picture, a video, and a multimedia message.

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12. An online gaming system for playing games, the system comprising:
at least one wireless terminal adapted to run a game to be played with at least one other terminal and/or a game platform running the game;
a processor within the at least one wireless terminal for controlling functions relating to the game;
a storage device in communication with the processor;
a game program operative on at least one of the processor of the wireless terminal and at the game platform for:
maintaining in the storage device a database identifying at least one set of predefined messages available to send to at least one of a plurality of preselected destination addresses;
scanning game-related events to identify conditions matching any of at least one predefined game-related criteria; and

14 providing, based on any of the predefined game-related criteria, at least
15 one game-related predefined message when at least one of the conditions
16 matching any of the at least one predefined game-related criteria is identified,
17 wherein the at least one predefined message is sent to the at least one of a
18 plurality of preselected destination addresses taking into consideration terminal
19 capabilities of the preselected destination addresses and is subject to interaction
20 with a user of the at least one wireless terminal.

1 13. The online gaming system of claim 12, wherein the predefined game-
2 related criteria comprises an event that is related to the game and is predefined.

1 14. The online gaming system of claim 13, wherein the predefined game-
2 related event comprises one of capturing an opponent, beating the opponent, killing the
3 opponent, hitting the opponent, seeing the opponent, being captured, being killed, being hit, and
4 being seen by the opponent during the game.

1 *sub 1367* 15. The online gaming system of claim 12, wherein the game program
2 comprises an indicator to be displayed when the at least one game-related predefined message
3 appropriate to the at least one predefined game-related event is available for activation.

1 16. The online gaming system of claim 12, wherein the at least one wireless
2 terminal comprises a dedicated button to be activated by the user to send the at least one game-
3 related predefined message to the at least one of a plurality of preselected destination addresses.

1 17. The online gaming system of claim 12, wherein the at least one game-
2 related predefined message comprises at least one of a game-play message to be sent to the
3 preselected destination address during a game, and a game-environment message related to
4 playing a game to be sent to the preselected destination address before or after the game.

1 18. The online gaming system of claim 12, wherein the at least one game-
2 related predefined message comprises at least one of voice, text, sound, an image, a picture, a
3 video, and a multimedia message.

1 19. A method of providing an online gaming system for playing games, the
2 method comprising:

3 connecting at least one wireless terminal adapted to run a game to be played with at
4 least one of another wireless terminal and a game platform running the game;

5 scanning game-related events to identify conditions matching any of at least one
6 predefined game-related criteria; and

7 providing, based on any of the predefined game-related criteria, at least one game-
8 related predefined message when at least one of the conditions matching any of the at least one
9 predefined game-related criteria is identified, wherein the at least one game-related predefined

10 message is subject to interaction with a user of the wireless terminal and is sent to at least one of
11 a plurality of preselected destination addresses taking into consideration terminal capabilities of
12 the preselected destination addresses.

1 20. The method of claim 19, wherein the predefined game-related criteria
2 comprises an event that is related to the game and is predefined.

1 21. The method of claim 20, wherein the predefined game-related event
2 comprises one of capturing an opponent, beating the opponent, killing the opponent, hitting the
3 opponent, seeing the opponent, being captured, being killed, being hit, and being seen by the
4 opponent during the game.

1 22. The method of claim 19, wherein the at least one game-related predefined
2 message comprises at least one of a game-play message to be sent to the preselected destination
3 address during a game, and a game-environment message related to playing a game to be sent to
4 the preselected destination address before or after the game.

1 23. The method of claim 19, wherein the at least one game-related predefined
2 message comprises at least one of voice, text, sound, an image, a picture, a video, and a
3 multimedia message.

1 24. ~~A wireless terminal for playing games, the terminal comprising:~~

2 a processor for controlling functions relating to a game;
3 a storage device in communication with the processor;
4 a primary input in communication with the processor for registering game-related
5 commands input by a user of a wireless terminal;
6 a game program operative on the processor of the wireless terminal for:
7 maintaining in the storage device a database identifying at least one set of
8 predefined messages available to send to at least one of a plurality of preselected
9 destination addresses;
10 scanning game-related events to identify conditions matching any of at
11 least one predefined game-related criteria; and
12 providing, based on any of the predefined game-related criteria, at least
13 one game-related predefined message when at least one of the conditions
14 matching any of at least one predefined game-related criteria is identified,
15 wherein the at least one predefined message is sent to at least one of a plurality of
16 preselected destination addresses taking into consideration terminal capabilities of
17 the preselected destination addresses and is subject to interaction with a user of
18 the at least one wireless terminal.

1 25. The wireless terminal of claim 24, wherein the predefined game-related
2 criteria comprises an event that is related to the game and is predefined.

1 26. The wireless terminal of claim 25, wherein the predefined game-related
2 event comprises one of capturing an opponent, beating the opponent, killing the opponent, hitting
3 the opponent, seeing the opponent, being captured, being killed, being hit, and being seen by the
4 opponent during the game.

1 27. The wireless terminal of claim 24, wherein the at least one game-related
2 predefined message comprises at least one of a game-play message to be sent to the preselected
3 destination address during a game, and a game-environment message related to playing a game
4 to be sent to the preselected destination address before or after the game.

1 28. The wireless terminal of claim 24, wherein the at least one game-related
2 predefined message comprises at least one of voice, text, sound, an image, a picture, and a video.